

Amendments to the Specification:

Please replace the title as follows:

~~GAME PERFORMING METHOD, STORAGE MEDIUM, GAME APPARATUS,
DATA SIGNAL AND PROGRAM~~
METHOD OF GAME CHARACTER MOVEMENT
CONTROL IN GAME SPACE

Please replace the Abstract with the attached replacement Abstract.

Please replace the paragraph beginning on page 40, line 11, with the following rewritten paragraph:

When the calculated arrival time T is equal to the minimum arrival time T_s which has already registered to the area AR (NO at Step S52 → YES at Step S60), the power distribution calculation unit 222 registers the prescribed information indicating the “nonexistence” of the pertinent athlete to the dominant athlete identification information 733d of the area AR (Step S62), and registers the prescribed information indicating “neutrality” to the dominant ~~athlete~~ team identification information ~~733d~~ 733e (Step S64). Then, the loop 3 is ended.

Please replace the paragraph beginning on page 40, line 11, with the following rewritten paragraph:

In the loop 6, the space evaluation unit 223 first calculates the space evaluation point 733f of the area AR of the processing object (Step S82), and registers the calculated space evaluation ~~point~~ point 733f in the area registration TBL 733 (Step S84).